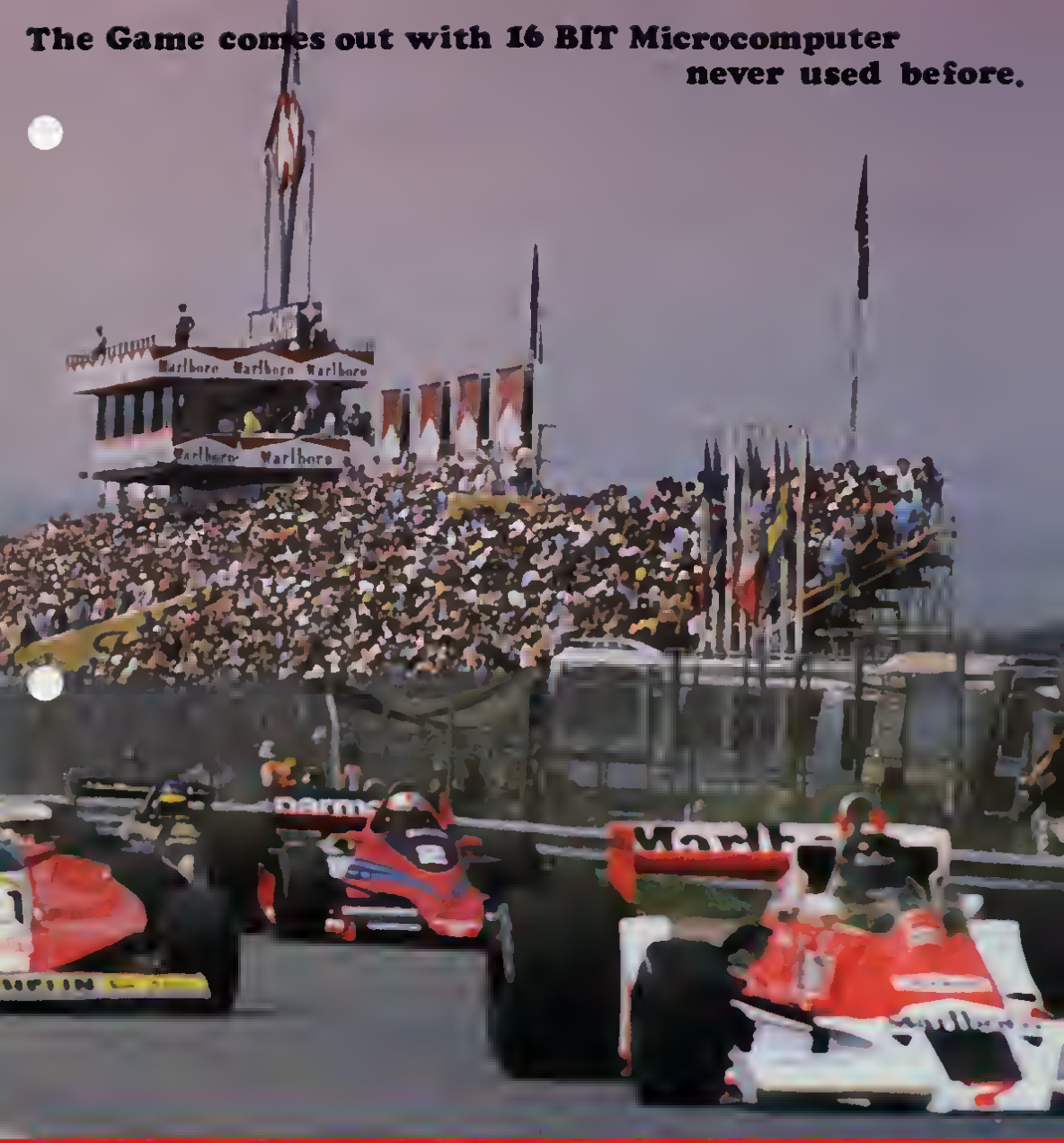
The Game comes out with 16 BIT Microcomputer never used before.



GET A WAY

UNIVERSAL

KEEP YOUR EYE ON THE GAME

SET YOUR VEHICLE IN LOW GEAR AND REV UP THE ENGINE. THEN, WHOOSH, YOU'RE OFF. KEEP A FIRM HAND ON THE STEERING WHEEL AND ROAR AROUND THE CIRCUIT. (YOU'LL FIND YOU GET BETTER ACCELERATION WHEN YOU START IN LOW. AND YOU GET MORE POINTS, TOO!)

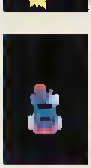
①

You're on a slip zone ①. You can't turn the steering wheel. The car slips and veers to the side. To get out of this zone, you have to be able to handle the steering wheel expertly and master the technique of axle operation.

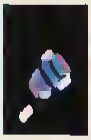
If this were our only feature, you'd soon get tired of it. That's why GET-AWAY features strong, resilient car bodies that can survive collisions and keep racing around the track.

②

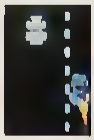
The rear bumper of the player's car is super-tough. If other cars bump you from behind, they suffer the damage — not you! ② Also, the sides of the car body are sturdily built so that other cars can be shoved aside and keep you on the track.


③

The car will not break up from the front as long as the front bumper avoids a head-on collision. If you mishandle the steering wheel or hit another car at an oblique angle, you'll lose half your front bumper — but you can still keep going. ③

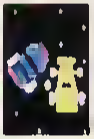

④

⑤


⑥

However, if you get hit in the same spot a second time, that's the end. You go into a spin and burn up. If your car crashes into the green stones at the side of the road, it catches fire and explodes. Also, depending on how you bump into the other cars, your car may flip off the course and burn up. ④⑤⑥⑦⑧

⑦


⑧

⑨

Once you have built up a certain number of points, the playing time is extended. The score display band color changes and a chime announces that the play has been extended. ⑨ Replays are also possible. If you reach a certain number of points, you are given a bonus game.

As your points pile up, the number of rival cars increases. To control the axle, steering wheel and gears at the same time, you need to have superior skills to win. This game is so exciting that you won't be able to stop once you roar out onto race track!

THRILLS GALORE

STEP ON THE ACCEL
AND BREAK AWAY F

GETAWAY! AND OFF
AT FANTASTIC SPEE

6 BIG FEATURES

1. THIS IS THE FIRST GAME IN THE WORL
2. THE GAME EMPLOYS A BIG 26-INCH ISTIC PICTURE.
3. THE GAME PACKS IN MORE THRILLS MARKET.
4. AT THE FLICK OF A SWITCH, YOU CA GAME TIMER, ENGLISH DISPLAY AND J
5. HIGH SCORES FOR EACH DAY A OIS
6. EYE-CATCHING CABINET AND FASCINA

GET A WAY

UNIVERSAL

E. THE ULTIMATE IN COMPUTERIZED GAMES.

LERATOR
FROM THE PACK—
YOU GO
EDS!

O TO FEATURE A 16-BIT MICROCOMPUTER.
COLOR SCREEN FOR A DAZZLINGLY REAL-

THAN ANY OTHER CAR RACE GAMES ON THE

N SELECT AMONG EXTENDED PLAY, REPLAY,
JAPANESE DISPLAY,
PLAY ON THE T.V. SCREEN.
ATING ACOUSTICAL EFFECTS.

A "Bit" is a unit of information processed by a computer. Conventional games come with 4 bit or 8-bit microcomputers but Universal's GETAWAY features a 16-bit microcomputer, which gives it about the same processing ability as a minicomputer. By incorporating a 16-bit microcomputer, Universal has made it possible to give its game real sophistication and super thrills.

Switchable options

- English/Japanese game display selection
- Coin per player
  1 Coin = 2 players 1 Coin = Per player
  2 Coins per player
- Points setting for extended play
  No extended play/2,000 points/3,000 points/4,000 points/5,000 points/6,000 points/7,000 points/8,000 points
- Points setting for free play (bonus game)
  No bonus game/2,000 points/3,000 points/4,000 points/5,000 points/6,000 points/7,000 points/8,000 points
- Play time setting

★SIZE
5'90"—H
2'62"—D
2'30"—W

★AC 115V
50/60Hz
180W

★ 91-14548

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COLOR UNIVERSAL

VIDEO

UNIVERSAL CO., LTD.

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